Serial No.: 09/942,520
Filed: Aug. 29, 2001

Please enter the following amendment:

IN THE SPECIFICATION:

Please replace the paragraph commencing on page 1, line 9, with the following:

The present invention relates to a live and electronic wagering or lottery game where an inventory of game symbols are arranged in a random order and distributed [[for]]to define an outcome for the game.

Please replace the paragraph commencing on page 1, line 13, with the following:

Wagering or casino or lottery games are typically referred to as live games or electronic games. Live games are those such as Poker, Blackjack, Roulette and the like. Electronic games includes games such as ~~video~~ Video Poker and electro-mechanical and video based slot machines. For electronic games, a player inputs a wager which can be money, tokens or fictitious credits. Operation of the device produces an ~~outcomes~~ outcome, which can be a winning or a losing outcome. For ~~video~~ Video Poker, virtual cards are dealt and the player, by holding and discarding cards, attempts to construct a winning hand combination. For each hand of play, the cards are randomly selected from what may be deemed to be a full deck of cards by a random number generator. That is, as hands are sequentially played, the virtual deck is not depleted of the cards that have already been played. After each hand, the game proceeds as though it were being dealt from a freshly shuffled deck.

Please replace the paragraph commencing on page 3, line 9, with the following:

The method includes configuring the game inventory indicia into a random, serial order. The player makes wagers and plays each of a series of hands. For each hand of play a predetermined number of game indicia are revealed to define an outcome, said indicia selected in order from the serially arranged inventory. The method further includes displaying the constituency of the inventory depleted of said revealed indicia for each hand as well as issuing an award to a player obtaining one of a plurality of preselected winning indicia combinations.

Please replace the line at page 4, line 12, with the following:

FIGS. 3A [[-]]through 3D show representations of symbols which may be used for play of the game; and

Please replace the paragraph commencing on page 4, line 15, with the following:

Turning to FIG. 1, a layout 10 for the game according to the present invention is shown for play as displayed for the electronic version of the game. According to this embodiment, the display includes three areas 12a - c, 12a through 12c, which, as described below, receive game cards as dealt to produce an outcome for the game. The display may also show a pay schedule 14 as well as a credit meter 16 which reflects the number of credits are available for wagering[[ ]], the amount wagered on a hand of play and the amount won. There also may be provided various buttons embodied as buttons on the machine or as areas on the display touch screen. These buttons include a help button 18 for the player to receive assistance concerning play, a cash out button 20 to cash out accumulated credits, a bet one credit button 22, max bet button 24 and play

button 26. Also provided according to the present invention is a shuffle button 28 the purposes

of which will hereinafter become evident.

Please replace the paragraph commencing on page 5, line 6, with the following:

To play the device, the player makes a wager by inserting coins or tokens or by

depressing the bet one credit button 22 or max bet button 24. The placing of a maximum bet will

automatically prompt play of the hand, otherwise the player must depress the play button 26 to

start play. Upon the start of play, the processor for the machine, from stored data representing an

ordered deck or inventory of game cards, selects and displays ~~in areas 12a - c~~ three cards in areas

12a through 12c. The game cards certain game cards are as illustrated in ~~FIG. 3A - D~~ FIGS. 3A

through 3D. Preferably the virtual deck includes sixty three game cards according to the

following distribution:

Please replace the paragraph commencing on page 5, line 24, with the following:

The three cards as selected and displayed represent the outcome for the game. The player

wins a ~~pay back~~ payback based preferably based upon the following pay schedule.

Please replace the paragraph commencing on page 6, line 19, with the following:

It should be noted that the data structure of game cards is stored in serial order as

determined by a virtual shuffle of game cards. For example, the processor for the game randomly

arranges the cards in a ~~serail~~serial order 1 [[-]]through X, where, for the game described herein,

X equals 63. As hands are played one after another, the game cards are selected and displayed in the serial order in which they are positioned in the deck. For the first hand cards in positions 1 [[-]]through 3 would be displayed and removed from the arranged deck. For the next hand the cards would be selected from positions 4[[-]] through 6 and so forth until the deck is depleted or reaches a predetermined location in the arrangement proximate the [[X]]last sequential card. The serial play of hands thus depletes the virtual deck of cards in serial order which have beenas cards are selected. When the deck is depleted to, for example, three remaining game cards, the processor reshuffles the deck and places the cards in a new, random serial order. By random serial order what is meant is that, like an actual deck, the cards would be randomized and placed in the 1 - X ordersequence, 1 through X.

Please replace the paragraph commencing on page 7, line 18, with the following:

The game can be played with a single virtual deck or multiple virtual decks. Further the game can be played as a video lottery where it is guaranteed that in any particular cycle of hands, that each series of prizes will be awarded. For example, if the cycle is selected as 238,266 hands, the pay outs and frequencies are as set forth below:

Please replace the table commencing on page 8, line 1, with the following:

238,266 Hands in Cycle

Symbols	Hits	Payout	Max Bet Total Payout
Blue 7s	6	6000	36,000

Red 7s	60	900	54,000
Mixed 7s	270	150	40,500
~~3 BARs~~	~~210~~	~~150~~	~~31,500~~
~~2 BARs~~	~~504~~	~~60~~	~~30,240~~
~~1 BAR~~	~~2730~~	~~30~~	~~81,900~~
BAR-BAR-BAR	<u>210</u>	<u>150</u>	<u>31,500</u>
BAR-BAR	<u>504</u>	<u>60</u>	<u>30,240</u>
BAR	<u>2730</u>	<u>30</u>	<u>81,900</u>
Mixed BARs	23,536	15	352,890
Blanks	<u>12,144</u>	3	<u>36,432</u>
	39,450		663,462

Total Play: 714,748
Total Payout: -663,462
Total Hold   51,336 (7.18%)
Hit Ratio: 1 in 6.04 hands

Please replace the paragraph commencing on page 8, line 18, with the following:

Thus, it is seen that for a lottery based game, the game presents a ~~26.95~~ <u>7.18</u>% hold.

This hold can be increased or decreased by altering the pays for one or more winning

combinations or by adding more<u>, or deleting,</u> winning combinations.

Please replace the paragraph commencing on page 8, line 21, with the following:

For a table game version, a table is provided much like a Blackjack table having, for

example, six player positions. At each player position there is provided the areas 12a

[[-]]<u>through 12</u>c for the players game cards. Each player makes a wager, the minimums and

maximums of which may be dictated by house rules. After each player has made their desired

wager, a dealer from a single deck of shuffled game cards or a shoe containing multiple, e.g.

four, shuffled decks, deals three game cards to each of the player's areas ~~12 a - c~~<u>12a through 12</u>c.

Depending upon the combination of cards, as discussed above, the player wins or loses. After

paying each winning player and collecting losing wagers, the players make new wagers and new

hands are dealt.

Please replace the paragraph commencing on page 9, line 1, with the following:

Before the start of dealing from a newly shuffled deck the dealer may discard, i.e. burn,

three cards. Alternatively, the dealer may deal until there are ~~at least~~ three cards left in the deck,

and then reshuffle. Dealing from the deck or shoe continues until reshuffling is warranted by

there being insufficient cards left in the deck to deal hands of three cards to each player.

Please replace the paragraph commencing on page 9, line 8, with the following:

Turning to FIG. 4 is a further version of the electronic game. In FIG. 4 there is shown

and electronic game display 100 controlled by a computer processor 101 to define a

three-by-three matrix 102 in the form of a three reel slot machine. Thus the matrix 102 shows

three reels ~~104a-c~~104a through 104c each having three rows for the display of selected game

symbols. The matrix 102 also defines a plurality of pay lines ~~106a-h~~106a through 106h, shown

as ~~seven~~eight which embrace the horizontal rows, <u>the vertical columns formed by the</u> reels

~~104a-c~~104a through 104c, and <u>the</u> diagonals. As hereinafter described, game indicia are

displayed in the matrix 102 to define[[,]] an outcome for each pay line ~~106a-h~~106a through 106h.

Please replace the paragraph commencing on page 9, line 16, with the following:

The processor also controls the display 100 to display other features for the game. At 108 the display 100 shows the total win for the game or spin whereas at 110 the total amount of credits for gaming are displayed. The total ~~being~~ wagered for the last game played ~~which resulted in a win or loss~~ is displayed at 112. For a current game, before the spin, the total game wager is displayed at 114.

Please replace the paragraph commencing on page 9, line 21, with the following:

In regards to game wagers, each pay line ~~106a-h~~106a through 106h includes a banner 116 to indicate the amount being wagered on each corresponding pay line ~~106a-h~~106a through 106h. For example, if the player ~~game limits~~ wagers ~~to~~ three per pay line, each banner 116 would show "3" and the total game wager would be displayed at 114 as "24" (3 X 8 pay lines).

Please replace the paragraph commencing on page 10, line 3, with the following:

The display 100 also, according to the present invention, displays at 118 the inventory of symbols remaining for play. For example, where there are 63 symbols, after the initial shuffle[[,]] the inventory of display would display the following:

Please replace the table commencing on page 10, line 7, with the following:

Symbols	Remaining
Blue 7s	3
Red 7s	5
~~3Bars~~	~~7~~
~~2Bars~~	~~9~~

~~Bar~~	~~15~~
BAR-BAR-BAR	7
BAR-BAR	9
BAR	15
Blanks	24
Total	63

Please replace the table commencing on page 10, line 20, with the following:

Symbols	Remaining
Blue 7s	3
Red 7s	2
~~3Bars~~	~~7~~
~~2Bars~~	~~8~~
~~Bar~~	~~10~~
BAR-BAR-BAR	7
BAR-BAR	8
BAR	10
Blanks	24

Please replace the paragraph commencing on page 11, line 1, with the following:

In the event the player is dissatisfied with the remaining constituency of the inventory, the player can order the inventory to be re-shuffled by, for example, touching a touch screen button 120. For re-shuffling the inventory is returned to its full symbol inventory, e.g. 63 symbols, and the symbols are randomly shuffled and placed in [[the]] serial order. Further the inventory display 118 shows a <u>reconstituted, full,</u>[[new]] inventory.

Please replace the paragraph commencing on page 11, line 7, with the following:

The display 100, which again may be a touch screen display, includes other features. At 122 a button is presented<u>, the</u> touching of which applies a maximum wager to the game, e.g. 24

units. The wager, as with all wagers[[.]], depletes the credit inventory displayed at 110. A help button 124 controls the game processor to display game information to the player. Finally, at 126 there is a deal button 126 which prompts play of a hand.

Please replace the table commencing on page 11, line 18, with the following:

Pay Table

Wager	1	2	3
Blue 7s	3000	6000	9000
Red 7s	300	600	900
Any 7s	50	100	150
~~3Bars~~	~~50~~	~~100~~	~~150~~
~~2Bars~~	~~20~~	~~40~~	~~60~~
~~Bar~~	~~10~~	~~20~~	~~30~~
<u>BAR-BAR-BAR</u>	<u>50</u>	<u>100</u>	<u>150</u>
<u>BAR-BAR</u>	<u>20</u>	<u>40</u>	<u>60</u>
<u>BAR</u>	<u>10</u>	<u>20</u>	<u>30</u>
Any Bar	5	10	15
Blanks	1	2	3

Please replace the paragraph commencing on page 11, line 26, with the following:

To play the game of FIG. 4, the player wagers on one or more pay lines ~~106a-h~~<u>106a</u> <u>through 106h</u>. For purposes of this description it shall be assumed that the player has depressed the maximum wager button 122 to wager 3 units on each pay line ~~106a-h~~<u>106a through 106h</u>. The processor is prompted to select nine symbols from the beginning of the serial, random inventory and displays the same in the rows and columns of the game matrix 102 as shown. Based upon the symbols selected and displayed the player has obtained certain winning outcomes as tabulated below (all 7s are Red 7s):

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Please replace the table commencing on page 12, line 7, with the following:

Pay line	Award
106a	30 (Three "~~Bars~~<u>BARs</u>")
106e	15 (Three Any "~~Bar~~<u>BARs</u>")
Total win	45

Please replace the table commencing on page 13, line 12, with the following:

~~Pay Table~~   <u>Pay Table</u>

Wager	1	2	3
Wilds	800	1500	2500
Kings	100	200	300
Queens	50	100	150
Jacks	20	40	60
10s	10	20	30
~~Any Bar~~	~~5~~	~~10~~	~~15~~
Blanks	1	2	3